Capture DMX512

USER
manual

USER MANUAL CAPTURE DMX512

Location
Don't install the device at places with mechanical shakings and vibrations, high dustiness or high
temperature. Not keeping these conditions can lead to shorter lifetime or its damage. DON´T expose the device to influence of water, rain or moisture. It could lead to electric shock or fire.

Ventilation
It is necessary to ensure fans against their covering and secure the devices to have admission of air.

Supply voltage
Don´t use any other supply voltage meant in technical specification and manufacture label. Not keeping proper supply voltage could lead to damaging the device, starting a fire or its wrong function.

Power cord
Check if power cord is not mechanical damaged and if it is connected properly. Check also if the socket is designed sufficiently for needed loading. Otherwise there is a danger of electric shock or a fire. Power cord must not be bent excessively, led through sharp edges or given to mechanical stress. Don´t pull the supply lead out by the flex but only by the plug. The device must always be connected behind the main switch. Do not touch the supply lead with vet hands, you are threatened by electric shock.

Other important cautions
Don´t poke any objects into cooling fans and ventilator, it could lead to serious electric shock or damaging the device. Be careful of no water or other liquid entering.

Maintenance and cleaning
Don´t use any solvent and similar chemicals which could damage surface finish or some parts of device. Use soft and smooth cloth for cleaning optical parts of device and its surface. Never use washing powders or other cleaning agents with grinding effect. Connect the device to power supply after complete drying.

Service
Never try to repair, dismantle or do some construction changes in case of any failure. Always consult qualified employee or dealer. Not keeping this rule you can suffer dangerous electric shock. Disconnect the device from mains before replacing the lamp or dismantling the housing. Not keeping this procedure you can suffer dangerous electric shock.
Unplug mains lead before opening the housing and cleaning internal parts of device./ optical system, dichroic filters, etc/ You can suffer electric shock.

Unpacking
Unpack the device and after acclimatisation take off the protective foil. Make sure that there are no damages caused by transportation.

Installation
The device can be installed in any position without alerting its operation. For mounting use bracket of device, which is a mounting hole in. First make sure that the structure you are going to attach the projector is secure.

Connection to the control signal

Each function of device is addressed according to standard protocol DMX 512 /1990/4 us. It means, we can control this device by any other device, which provides signal included in protocol DMX 512 by serial line. Connection is secured provided by screened double-line ended by connector JACK 6,35 /1/4"/.

Functions of the device

CAPTURE DMX512

It is allow to save programs from whatever DMX controller. After saving programs you chosen you can them transmit to your devices . Built up 8 memory places, button choice for choice program /1-8/, AUDIO / mode of work according to coming sound impulses/, Black Out, Potentiometer on speed setting saved program. Display screened number working program, 2 modes of work sound, automat, STRING / setting program sequence/.

DMX IN- input DMX signal. In condition of it is Jack connector in DMX IN, function of the button Audio/Write it is set on WRITE

DMX OUT - output DMX signal

MIC - microphone capturing sound, signal

POWER - connector on adapter

SPEED - setting of making programs / left fast, right slow/

STRING - after pressing indicates on display point to the right. Programs, witch are marked, will chain/program sequence/. Switch active and deactive.

AUDIO/WRITE - when connector DMX IN is busy, button is for writing programs, when it is not busy switch mode audio/automat

PRG UP, PRG DOWN- Buttons for going between programs

BLACKOUT- setting BlackOut

DMX system is a digital system, by which are moved all informations between individual devices through one cable system IN/OUT. Abstractedly you can control by DMX signal a lot of devices. The device connected to DMX signal have to be addressed and this address determine , which informations from DMX , will be addressed exactly to her. DMX system needs for its activity special cables /because frequency of transmit is about 12 times higher then audio frequency has/, with characteristic impedance 120 ohm.

Work with CAPTURE DMX 512

The controller is for saving programs, witch you chose from controllers DMX512, into memory.

- Every pressing by buttons is indicated by LED or by point on a display
- LED for pressing BlackOut indicates permanent BLACKOUT for the devices
- Process of the notation is indicated by LED on the button. Finishing of the notation is possible by repeatedly pressing WRITE , by filling up of the program memory, or when it is not DMX signal 5 sec. . After finishing of the notation LED don´t lights , set BlackOut. The notation is possible only when BlackOut is switch off. The notation starts after receiving 2 DMX packets of the controller..
- The program in sequence is indicated by point on a right position of display
- Set AUDIO mode is indicated by point on a left position of display.

CAUTION: The producer don´t warrant functions of the device with every DMX controller in marketing!

RESET-clearing down the device
Press BlackOut and switch on the device. After 4.sec display screen "CC" and whole memory of the device clear down.

Setting size of packet
Press AUDIO/WRITE and switch on the device. After 4 sec display hexadecimal value big as a input packet. By buttons PRG UP and PRG DOWN you adjust the value and confirm by BlackOut. Size of input packet determine way of CAPTURE regulation of notation into memory. For illustration: DMX controller USC-128 transmit in maximal configuration /16 scanners-8 channels/ 128 B packet /16x8/. It means that in case of setting packet on size FF / can be 00/ is packed big 256 bytes and 128 bytes is idle and takes place in memory witch you can use other way.

Choice of some hexadecimal values:

hexa	decimal	hexa	decimal
10	16	60	96
20	32	80	128
40	64	FF	255

Protection of written programs
In case you want to save your data written in memory you can use program Lock. The Lock is applied by following way :

- by button PRG DOWN and PRG UP you choice program
- by pressing BlackOUT, PRG DOWN, PRG UP together you lock or unlock an actually program. According to condition on a display is "CL" - closed/lock/, "oP" - open /unlock/.
- If you want to rewrite locked programs, on a display is "CL" and don´t allow write.

Technical specification

Supply voltage	adapter 12V
Fuse	T 100mA 5x20mm
Power consumption	10VA
Weight	1 Kg
Dimensions	205x160x45
DMX input/output	DMX 512 /1990/ 4us, 6,35 stereo Jack /Data+, Data,-, OV/

Your distributor :